

# SHADOWRUN<sup>®</sup>

CHARACTER Zarlock

PLAYER Timothy M. Patrick

NOTES Technomancer

## PERSONAL DATA

**NAME/PRIMARY ALIAS** Zarlock

**Metatype** Ork **Ethnicity** Irish

**Age** 16 **Sex** Male **Height** 2 m **Weight** 100

**Street Cred** 2 **Notoriety** \_\_\_\_\_ **Public Awareness** \_\_\_\_\_

**Karma** \_\_\_\_\_ **Total Karma** 25 **Misc** \_\_\_\_\_

## ATTRIBUTES

<b>Body</b>	<u>4</u>	<b>Essence</b>	<u>6</u>
<b>Agility</b>	<u>4</u>	<b>Magic/Resonance</b>	<u>6</u>
<b>Reaction</b>	<u>4</u>	<b>Initiative</b>	<u>8 + 1D6</u>
<b>Strength</b>	<u>3</u>	<b>Matrix Initiative</b>	<u>8 + 4D6</u>
<b>Willpower</b>	<u>6</u>	<b>Astral Initiative</b>	_____
<b>Logic</b>	<u>4</u>	<b>Composure</b>	<u>8</u>
<b>Intuition</b>	<u>4</u>	<b>Judge Intentions</b>	<u>8</u>
<b>Charisma</b>	<u>4</u>	<b>Memory</b>	<u>10</u>
<b>Edge</b>	<u>3</u>	<b>Lift/Carry</b>	<u>7</u>
<b>Edge Points</b>	<u>○○○○○○○○○○</u>	<b>Movement</b>	_____

**Physical Limit:** 5    **Mental Limit:** 6    **Social Limit:** 7

## SKILLS

Skill	RTG	Type	Skill	RTG	Type
Compiling	5 / 11	A/K	Safe houses	2 / 6	A/K
Registering	5 / 11	A/K	Police procedures	2 / 6	A/K
Computer	4 / 8	A/K	English	N	A/K
Software	4 / 8	A/K			A/K
Electronic Warfare	2 / 6	A/K			A/K
Hacking	4 / 8	A/K			A/K
Cybercombat	3 / 7	A/K			A/K
Hardware	1 / 5	A/K			A/K
Gymnastics	1 / 5	A/K			A/K
Negotiation	1 / 5	A/K			A/K
Perception	1 / 5	A/K			A/K
Automatics	1 / 5	A/K			A/K
Police Procedures	2 / 6	A/K			A/K
Sprawl life	2 / 6	A/K			A/K
Smuggling routes	2 / 6	A/K			A/K
Street clinic	2 / 6	A/K			A/K
Matrix Sec	2 / 6	A/K			A/K
Corp Sec	2 / 6	A/K			A/K

## IDS / LIFESTYLES / CURRENCY

**Primary Lifestyle** Squatter

**Nuyen** 335 **Licenses** \_\_\_\_\_

**Fake IDs / Related Lifestyles / Funds / Licenses**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## CORE COMBAT INFO

**Primary Armor** Armor jacket **Rating** 12

**Primary Ranged Weapon** Ares Crusader II

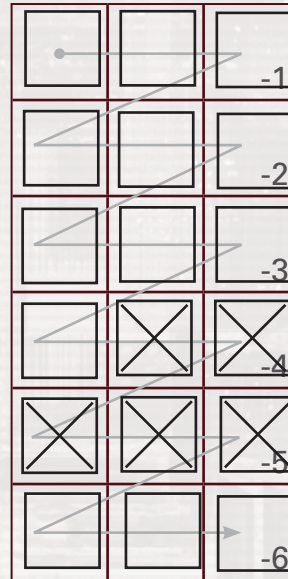
**Dam** 7P **Acc** 5(7) **AP** - **Mode** SA/BF RC **2** **Ammo** 40(c)

**Primary Melee Weapon**

**Reach** \_\_\_\_\_ **Dam** \_\_\_\_\_ **Acc** \_\_\_\_\_ **AP** \_\_\_\_\_

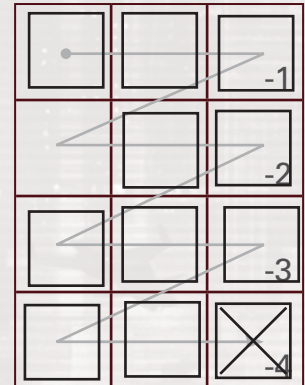
## CONDITION MONITOR

### Physical Damage Track



Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

### Stun Damage Track



Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

### Overflow

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see *Wound Modifiers*, p. 169.

## QUALITIES

Quality	Notes	Type
Sensitive System		P/N
Weak Immune System		P/N
Focused Concentration (4)		P/N
		P/N
		P/N
		P/N
		P/N
		P/N
		P/N

## CONTACTS

Name	Loyalty	Connection	Favor
Bartender	1	1	
Fixer	2	2	
Street Doc	2	2	
Mechanic	1	1	

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## RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo

## MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP

## ARMOR

Armor	Rating	Notes
Armor jacket	12	Chem, Non Cond R6

## CYBERDECK

Model	Living Persona	Attack	Sleaze
		4	4

Device Rating	Data Processing	Firewall
6	4	6

Programs

Matrix Condition Monitor



## AUGMENTATIONS

Augmentation	Rating	Notes	Essence

## VEHICLE

Vehicle	Handling

Acceleration	Speed

Pilot	Body

Armor	Sensor

Notes

## SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

S/P/R/CF	Type/Target	Range	Duration	Drain
Static Veil	Persona		S	L - 1
Cleaner	Persona		P	L + 1
Transcendent Grid Self			I	L - 3
Tattletale	Persona		P	L - 2
Resonance Spike	Device		I	L + 0
Resonance Channel Device			S	L - 1

## GEAR

Item	Rating
Sony Emperor	2
Gas Mask	
Medkit	3
Antidote patch	6
Electronics Kit	
Spare clip	
100 Rounds regular machine pistol ammo	

## ADEPT POWERS OR OTHER ABILITIES

Name	Rating	Notes